

RUSSIAN RAILROADS CLARIFICATIONS

The TGA has adopted the following rules clarifications and suggestions for Puffing Billy™ tournament play of Russian Railroads:

SCORING: All players should participate in the scoring at the end of each round to ensure scores are correct. You may want to write the scores down in addition to using the scoring track

TOKEN LIMITS: Locomotives, Factories, Temporary Workers and Doubler Tokens are limited to the pieces provided with the game. Ruble supply is unlimited.

STARTING BONUS: The Doubler bonus gives ONE 2x doubler (not two)

LOCOMOTIVES AND FACTORIES:

- * A locomotive taken must be placed somewhere
- * Upgrading is optional, i.e. you could return a locomotive other than your smallest one as a factory as long as all upgrade rules are followed
- * All four locomotive spaces must be filled before one is returned as a factory
- * Using the “Take 1 locomotive and 1 factory” action you may take a factory in the second half of the action which you just returned in the first half of the action

REUSE ACTION SPACE NOTES (FOR BOTH FACTORY AND ENGINEER):

- * You can only reuse an action space which can be used by a single worker and which you have already performed during this turn
- * There are only two Temporary Workers so you cannot reuse that space
- * Rubles are unlimited so you may reuse the “Take 2 Rubles” space
- * If you reuse an action that was originally performed by the black worker, you do receive the extra black rail advancement

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PERFORMING THE ACTION IN ITS ENTIRETY:

- * Unless you are using your own Engineer (not one on the board), you must perform ANY action chosen in its entirety or you may not select that action
- * It is legal to use one part of an action to create the ability to complete the rest of the action (e.g. an action to advance one black plus one silver may legally be completely by advancing black to create an opening to advance silver behind it)

USING THE (?) SPACES:

- * You may only select a (?) token for which you are able to perform the action in its entirety where applicable (i.e. advancements must be possible, sufficient doubler tokens must be available)
- * A single (?) space may never be used a second time
- * When selecting the card token, you must select your (?) card BEFORE looking at the pile of available end game bonus cards
- * You are allowed to look through the available end game bonus cards before deciding whether to take one of those cards or take the immediate 10 points

Feedback is welcome on this list or any other rules issue. Please speak to or email Jeff Jackson (Rules@traingamers.com) or anyone on the Rules Committee.